



Gaming, Simulations and Society

R. Shiratori, K. Arai, F. Kato

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This book presents a current research scope and perspective of Simulation and Gaming. Theoretical problems of Simulation and Gaming will be examined with a view to improving the social sciences through the introduction of the techniques and concepts of Simulation and Gaming. The fields of economics, political science, psychology and business management can all be radically improved by introducing such techniques of Simulation and Gaming as the Agent-Based Modelling. Other important topics are the analysis of philosophical foundations in Simulation and Gaming as an academic discipline. The ever growing and massive popularity of PC and arcade games cannot be ignored. Their potential as agents of education and their essentially violent nature raise many ethical and moral problems that need to be addressed.

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